1. (CANCELLED)

2. (CANCELLED)

3. (CANCELLED)

4. (AMENDED) A computer-implemented method for providing visual clues for navigating a three-dimensional space represented in a computer-implemented graphics system, comprising:

(a) displaying a two-dimensional viewport of the three-dimensional space on a monitor attached to the computer;

(b) moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of an input device attached to the computer;

(c) determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(d) generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport, wherein the generating step comprises varying a reflectivity of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

5. (CANCELLED)

6. (CANCELLED)

7. (AMENDED) A computer-implemented method for providing visual clues for navigating a three-dimensional space represented in a computer-implemented graphics system, comprising:

(a) displaying a two-dimensional viewport of the three-dimensional space on a monitor attached to the computer;

(b) moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of an input device attached to the computer;

(c) determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(d) generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport, wherein the generating

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step comprises adding and subtracting concentric circles about the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

8. (AMENDED) A computer-implemented method for providing visual clues for navigating a three-dimensional space represented in a computer-implemented graphics system, comprising:

(a) displaying a two-dimensional viewport of the three-dimensional space on a monitor attached to the computer;

(b) moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of an input device attached to the computer;

(c) determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(d) generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport, wherein the generating step comprises adding and subtracting projection lines to the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

9. (AMENDED) A computer-implemented method for providing visual clues for navigating a three-dimensional space represented in a computer-implemented graphics system, comprising:

(a) displaying a two-dimensional viewport of the three-dimensional space on a monitor attached to the computer;

(b) moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of an input device attached to the computer;

(c) determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(d) generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport, wherein the generating step comprises adding and subtracting tag along characters to the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

10. (CANCELLED)
11. (CANCELLED)
12. (CANCELLED)

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13. (CANCELLED)

14. (AMENDED) A computer-implemented graphics system for providing visual clues for navigating a three-dimensional space, comprising:

(a) a computer having a monitor attached thereto;

(b) means, performed by the computer, for displaying a two-dimensional viewport of the three-dimensional space on the monitor attached to the computer;

(c) means, performed by the computer, for moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of an input device attached to the computer;

(d) means, performed by the computer, for determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(e) means, performed by the computer, for generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport, wherein the means for generating comprises means for varying a reflectivity of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

15. (CANCELLED)

16. (CANCELLED)

17. (AMENDED) A computer-implemented graphics system for providing visual clues for navigating a three-dimensional space, comprising:

(a) a computer having a monitor attached thereto;

(b) means, performed by the computer, for displaying a two-dimensional viewport of the three-dimensional space on the monitor attached to the computer;

(c) means, performed by the computer, for moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of an input device attached to the computer;

(d) means, performed by the computer, for determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

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(c) means, performed by the computer, for generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport, wherein the means for generating comprises means for adding and subtracting concentric circles about the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

18. (AMENDED) A computer-implemented graphics system for providing visual clues for navigating a three-dimensional space, comprising:

(a) a computer having a monitor attached thereto;

(b) means, performed by the computer, for displaying a two-dimensional viewport of the three-dimensional space on the monitor attached to the computer;

(c) means, performed by the computer, for moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of an input device attached to the computer;

(d) means, performed by the computer, for determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(e) means, performed by the computer, for generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport, wherein the means for generating comprises means for adding and subtracting projection lines to the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

19. (AMENDED) A computer-implemented graphics system for providing visual clues for navigating a three-dimensional space, comprising:

(a) a computer having a monitor attached thereto;

(b) means, performed by the computer, for displaying a two-dimensional viewport of the three-dimensional space on the monitor attached to the computer;

(c) means, performed by the computer, for moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of an input device attached to the computer;

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(d) means, performed by the computer, for determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(e) means, performed by the computer, for generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport, wherein the means for generating comprises means for adding and subtracting tag along characters to the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

20. (CANCELLED)

21. (CANCELLED)

22. (AMENDED) An article of manufacture embodying logic for performing a method for providing visual clues for navigating a three-dimensional space represented in a computer-implemented graphics system, the method comprising:

(a) displaying a two-dimensional viewport of the three-dimensional space on a monitor attached to the computer;

(b) moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of an input device attached to the computer;

(c) determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(d) generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport, wherein the generating step comprises varying a reflectivity of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

23. (CANCELLED)

24. (CANCELLED)

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25. (AMENDED) An article of manufacture embodying logic for performing a method for providing visual clues for navigating a three-dimensional space represented in a computer-implemented graphics system, the method comprising:

(a) displaying a two-dimensional viewport of the three-dimensional space on a monitor attached to the computer;

(b) moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of an input device attached to the computer;

(c) determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(d) generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport, wherein the generating step comprises adding and subtracting concentric circles about the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

26. (AMENDED) An article of manufacture embodying logic for performing a method for providing visual clues for navigating a three-dimensional space represented in a computer-implemented graphics system, the method comprising:

(a) displaying a two-dimensional viewport of the three-dimensional space on a monitor attached to the computer;

(b) moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of an input device attached to the computer;

(c) determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(d) generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport, wherein the generating step comprises adding and subtracting projection lines to the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

27. (AMENDED) An article of manufacture embodying logic for performing a method for providing visual clues for navigating a three-dimensional space represented in a computer-implemented graphics system, the method comprising:

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(a) displaying a two-dimensional viewport of the three-dimensional space on a monitor attached to the computer;

(b) moving a cursor through the two-dimensional viewport of the three-dimensional space according to a position of an input device attached to the computer;

(c) determining a position of the cursor within the three-dimensional space relative to the two-dimensional viewport; and

(d) generating a visual representation of the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport, wherein the generating step comprises adding and subtracting tag along characters to the cursor to indicate the position of the cursor within the three-dimensional space relative to the two-dimensional viewport.

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